

Hello CS&E

My Home Institute and Research Topics

Benjamin Schröder | May 11th 2016

Contents



About me



About my Institute



Pedestrian Simulation



Fire Simulation



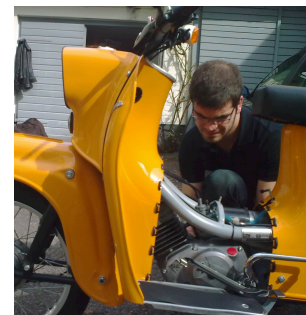
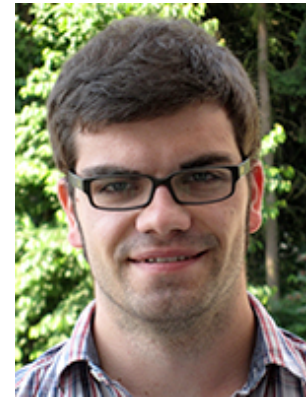
Project ORPHEUS



Motivation & Goals

About me

- Benjamin Schröder
- 28 years old
- Studies at University of Wuppertal:
 - B.Sc. Safety Engineering
 - M.Sc. Fire Protection Engineering
- Profession:
 - 2011-2013 Siemens AG
 - since 2013 Forschungszentrum Jülich
- Voluntary fire department
- running, vintage bikes



Where I am from...

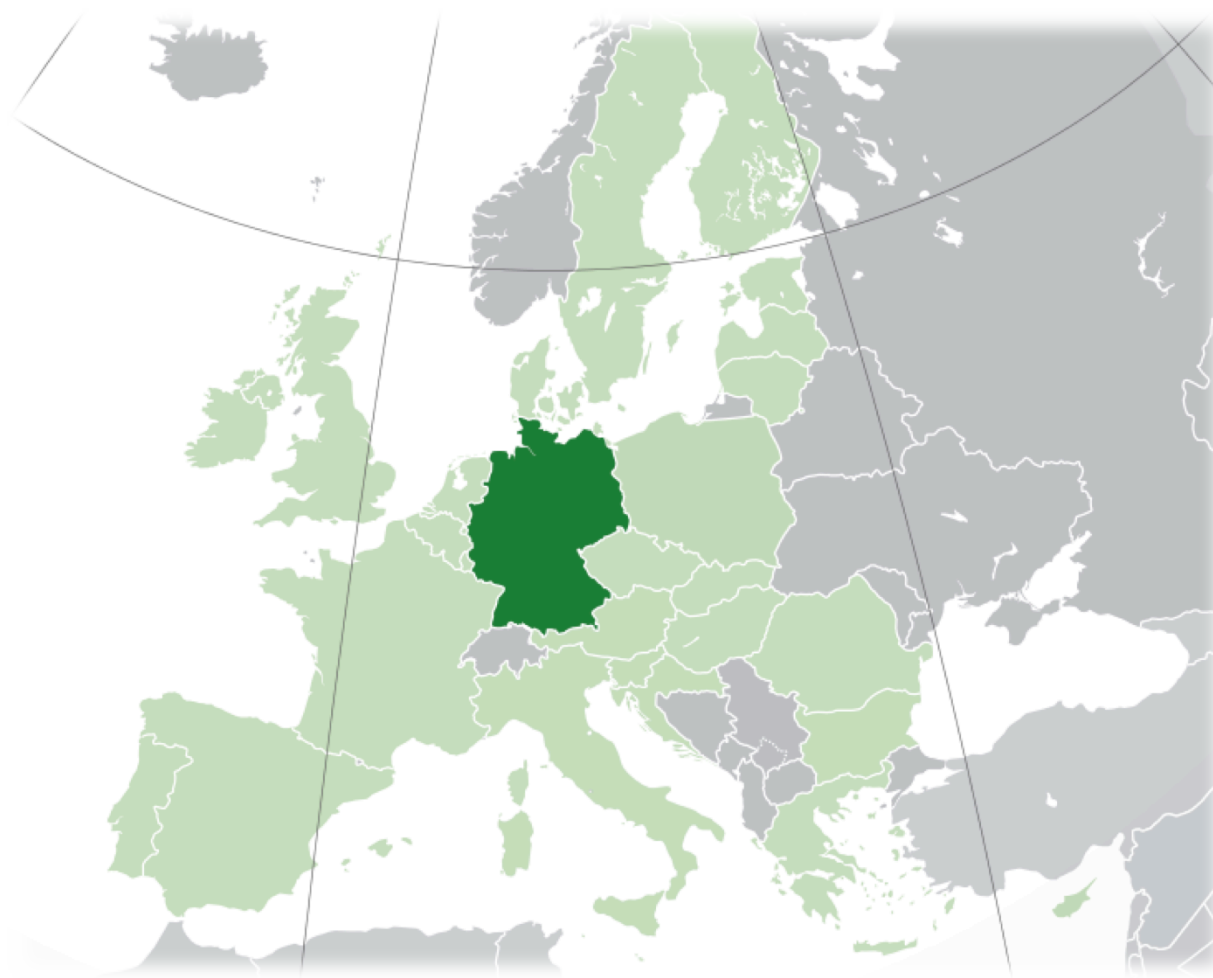


image: wikipedia

Wuppertal

Jülich

Jena



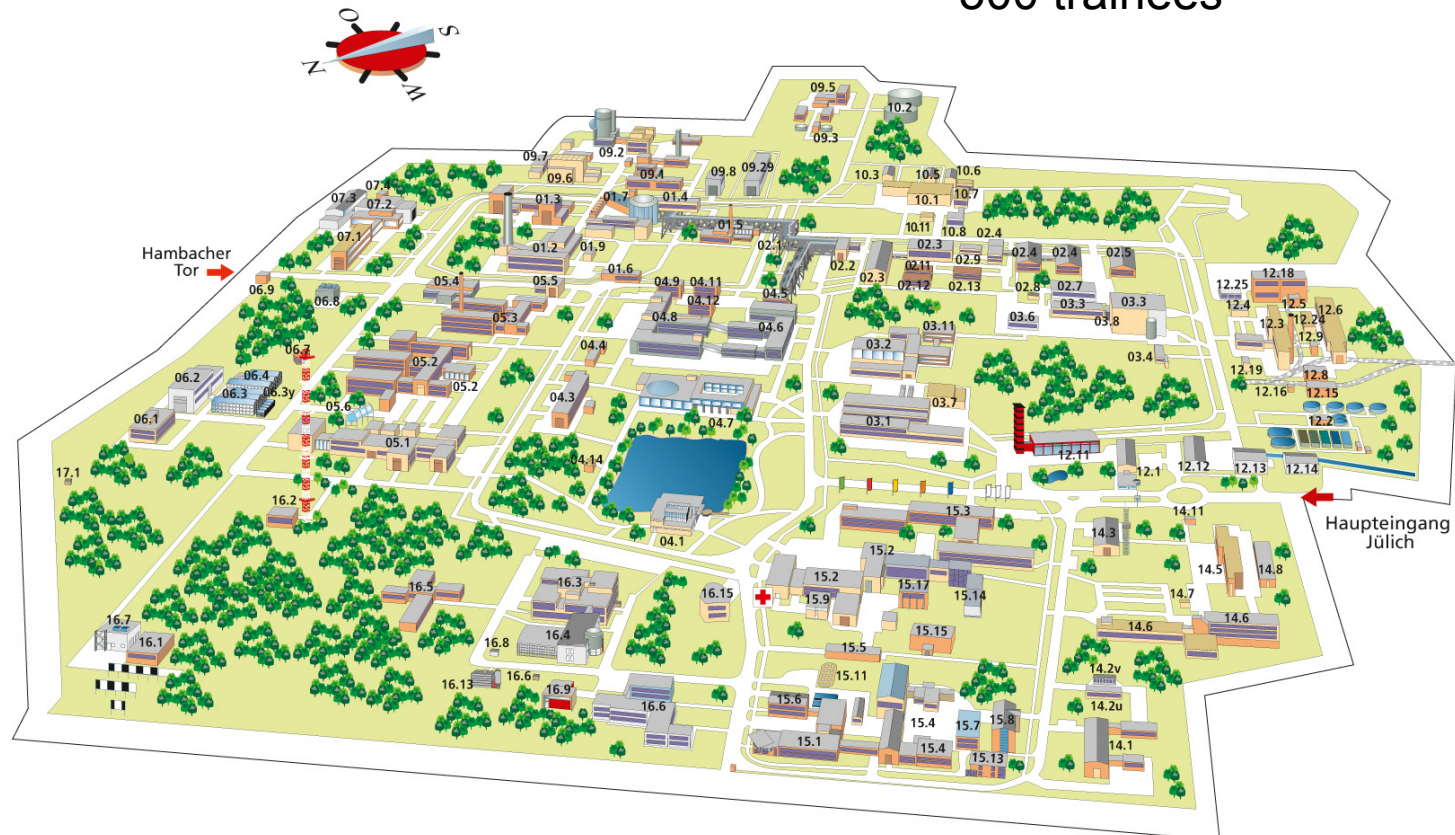


About my Institute | JSC

Jülich Research Centre

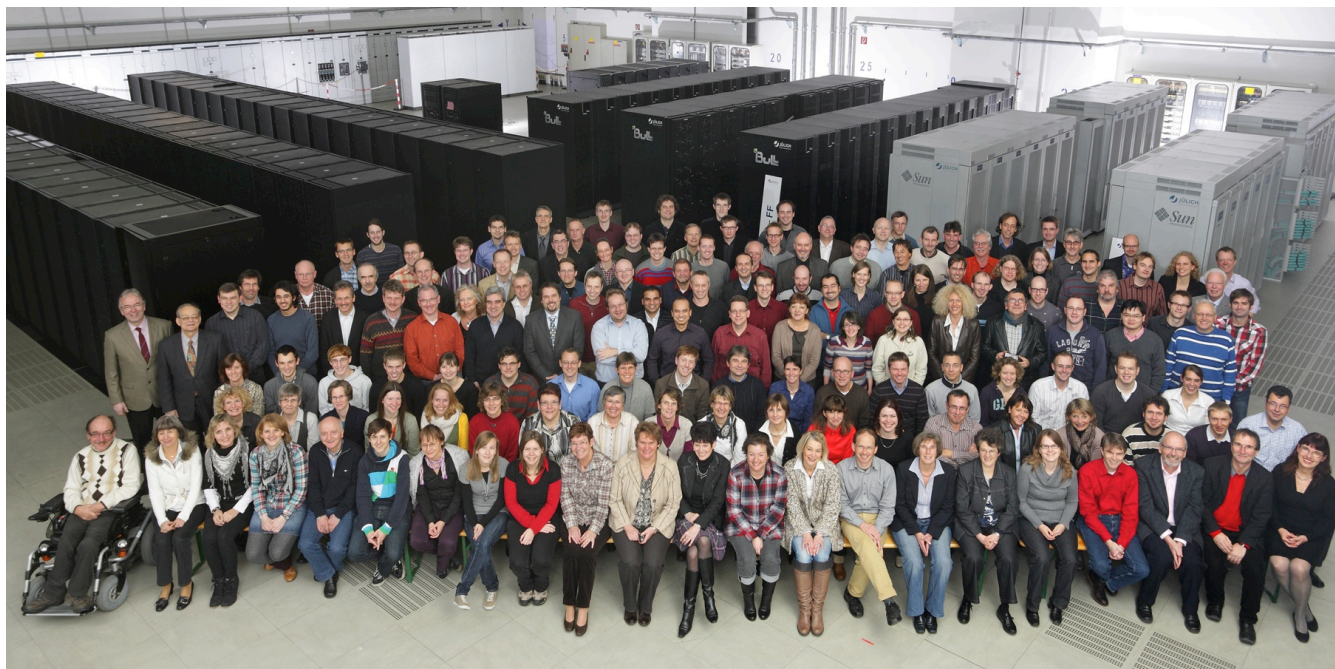
- the biggest research centre in Germany
- located between Aachen and Cologne
- area: 2.2 km²

- Staff: 5000 Persons
 - 1750 scientists
 - 1650 technical staff
 - 650 project management
 - 650 service and administration
 - 300 trainees



JSC - Jülich Supercomputing Centre

- Europe's largest computing centre with +200 employees
- operation and development of *high performance computing* (HPC) systems
- development and application of software tools and scientific applications on HPC systems



Division Civil Security and Traffic



Pedestrian Dynamics

Fire Simulation

Traffic

University of Wuppertal



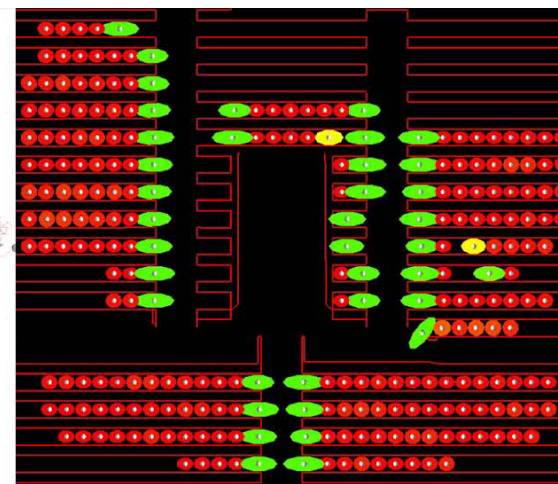
Headed by Professor Seyfried
Faculty Architecture and
Civil Engineering

Lectures:

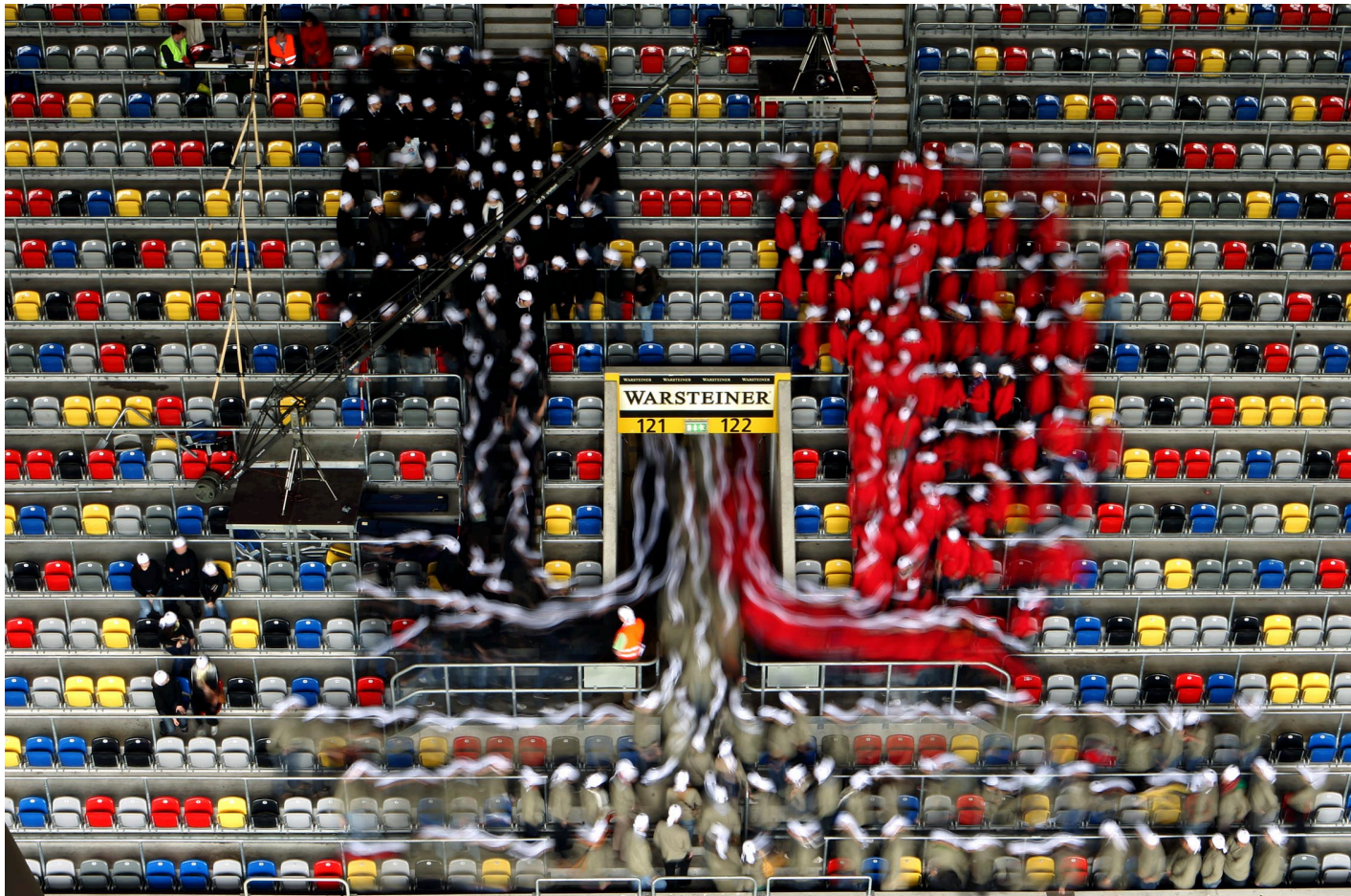
- Fire and Evacuation Simulation
- Evacuation Design
- Informatics for Engineers
- Computer Simulation in Science

Pedestrian Simulation

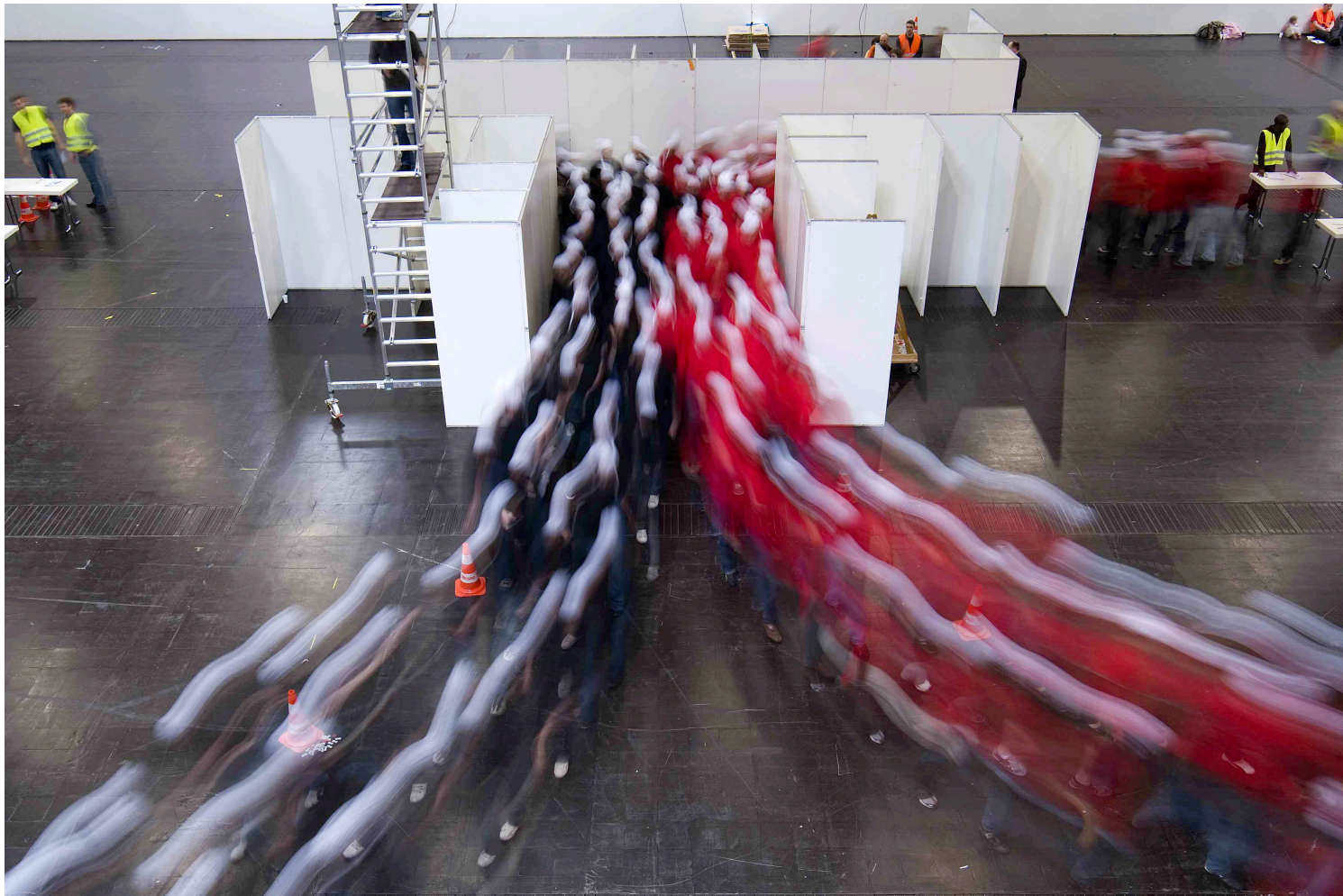
Pedestrian Dynamics



Pedestrian Dynamics - Experiments



Pedestrian Dynamics - Experiments



Pedestrian Dynamics - Experiments







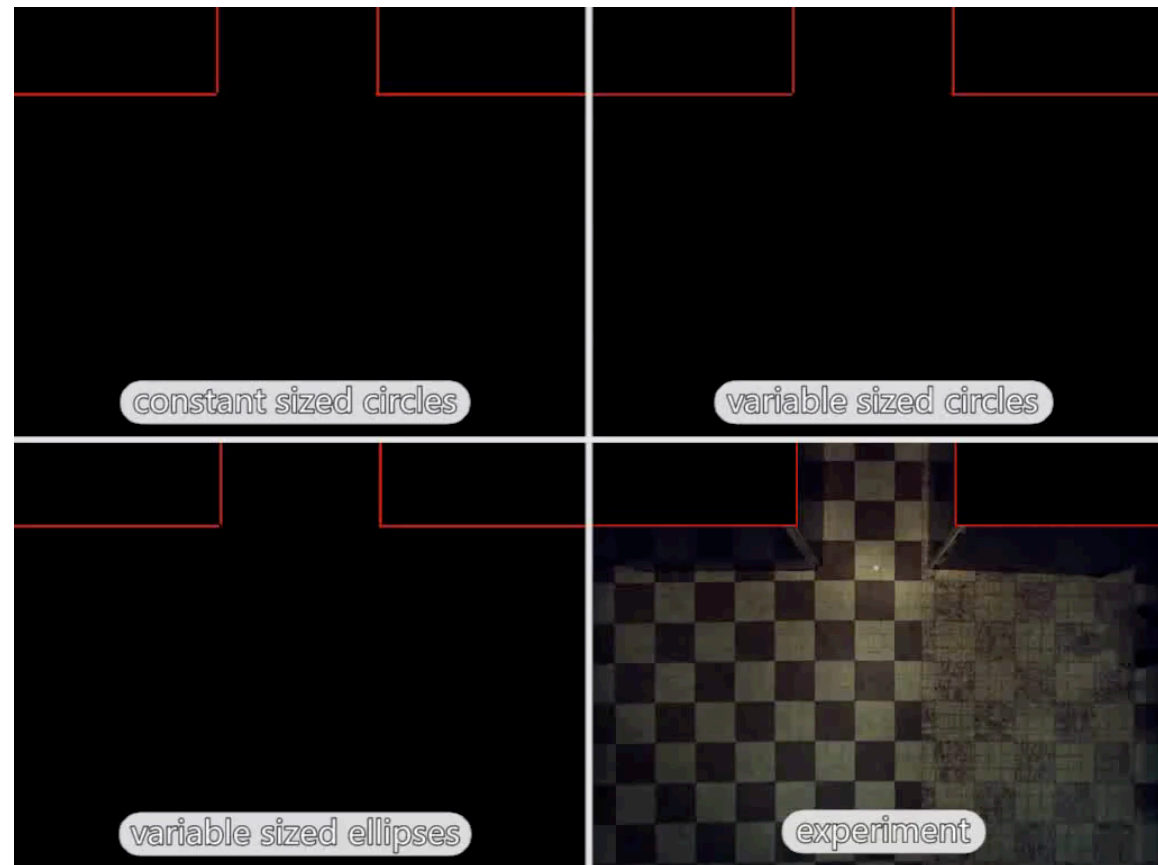
Pedestrian Simulation

- Development and maintenance of JuPedSim (Jülich Pedestrian Simulator)
- Idea: Provide a comprehensive open-source framework as a “playground” to academia
- JPScore, JPSvis, JPSreport, JPSeditor
- Written in C++
- www.jupedsim.org
- Jenkins Testing
- git repository



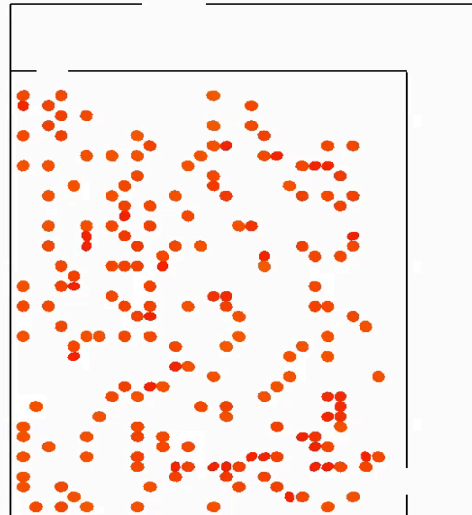
Pedestrian Simulation – Operational models

- Gompertz
- GCFM
- Tordeux

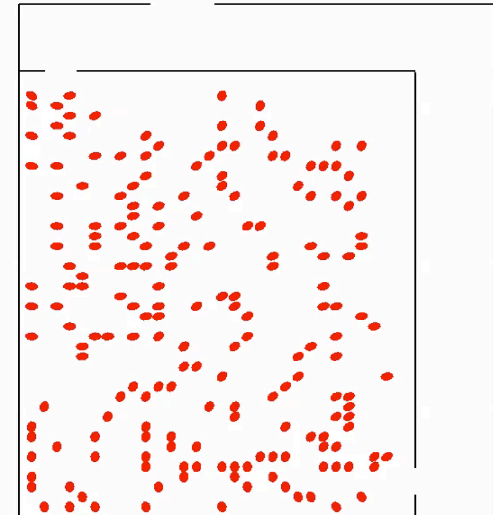


Pedestrian Simulation – Routing models

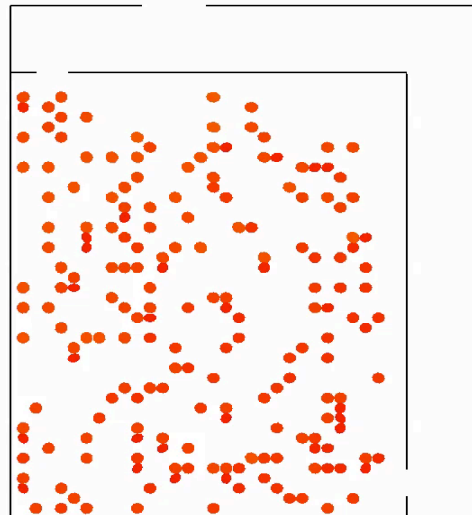
- Shortest Path
- Quickest Path
- Cognitive Map



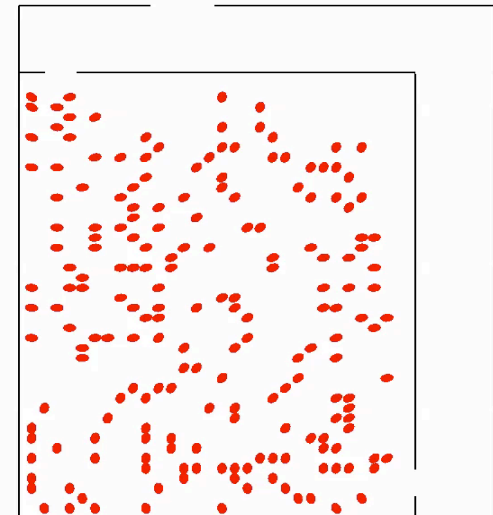
local shortest path



local quickest path



global shortest path



global quickest path

Pedestrian Simulation – Wayfinding

- Shortest path algorithms
- Travel time optimizations
- Minimum effort calculations

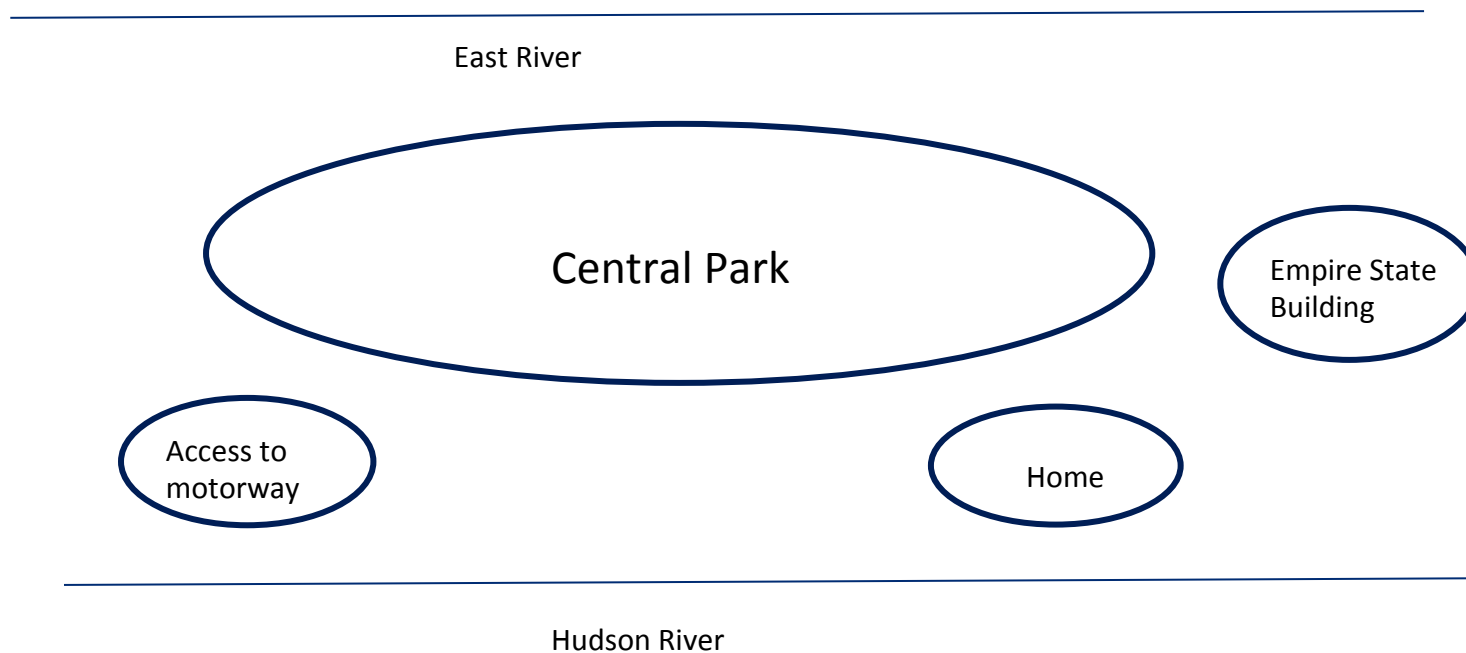
Assumption:

All agents have fulfilled, global knowledge about environment's spatial structure ☹



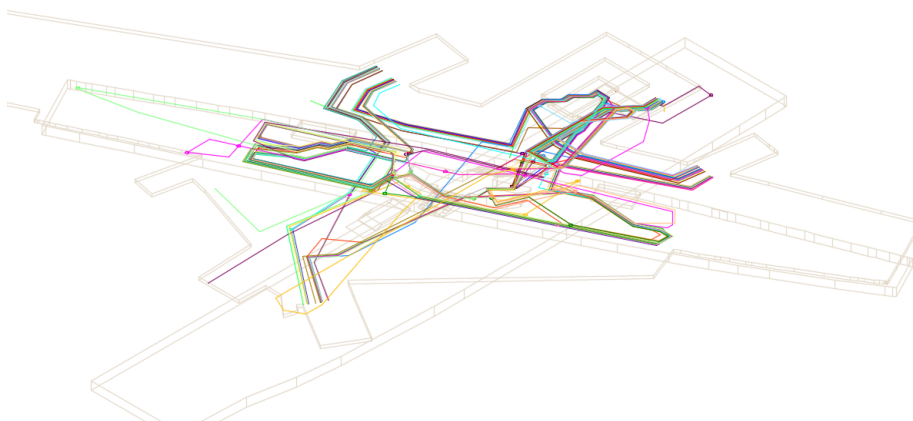
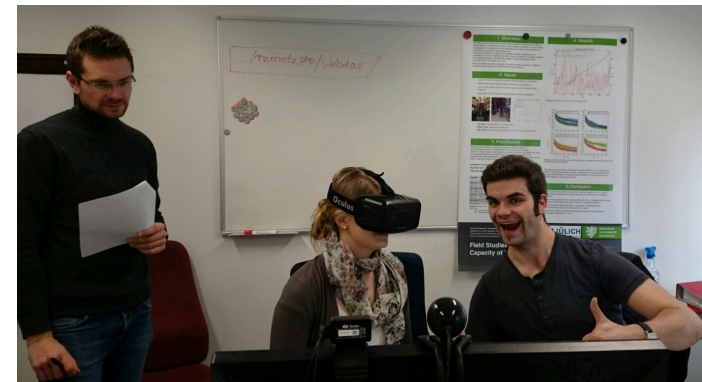
Pedestrian Simulation – Wayfinding

- Mental representation of spatial structure
 - Landmarks in the map represented by ellipses to model inaccuracy

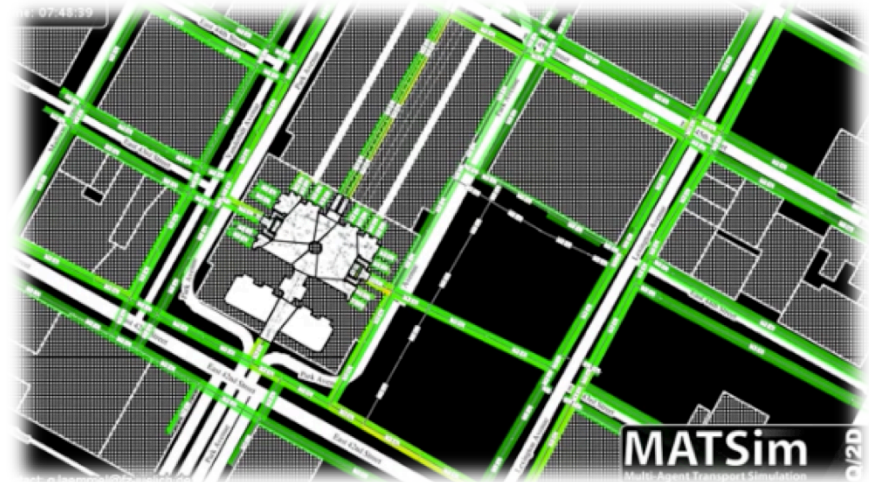


Pedestrian Simulation – Wayfinding

- at the very beginning
- Laboratory experiments data vs. VR
- current work:
 - Wayfinding in complex environments
 - Rendering of fire simulation data

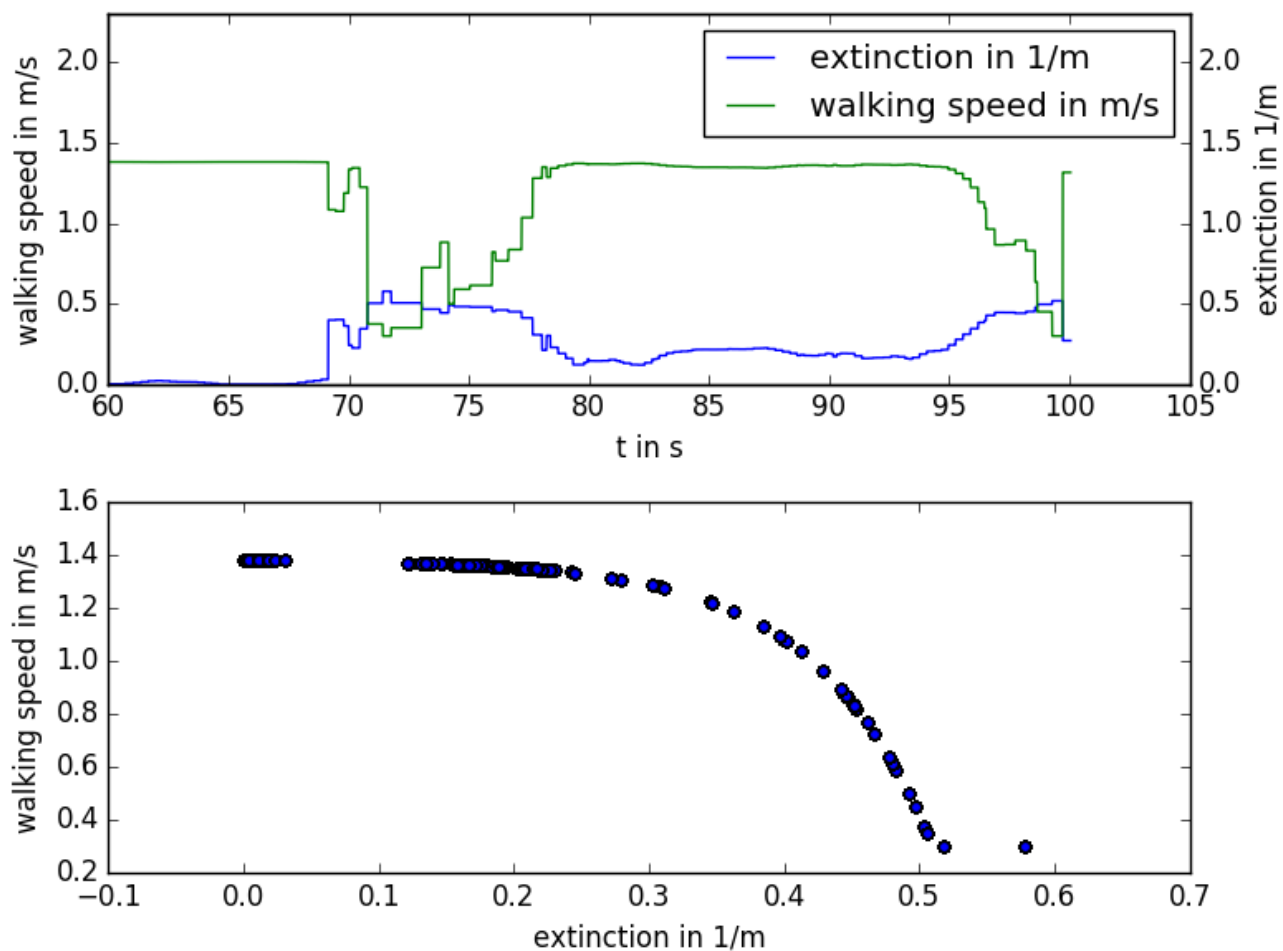


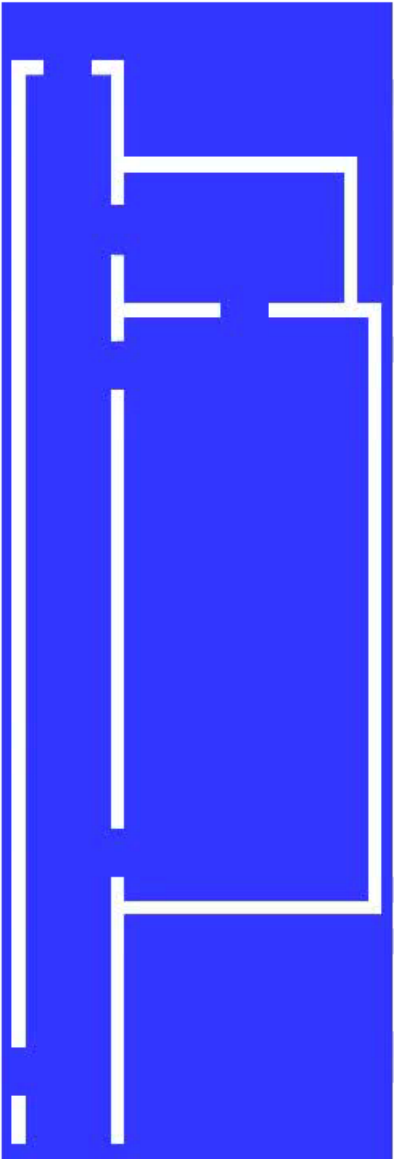
Pedestrian Simulation – Traffic



- intermodal traffic
- hybrid simulation (macroscopic + microscopic)

Pedestrian Simulation & Fire Simulation

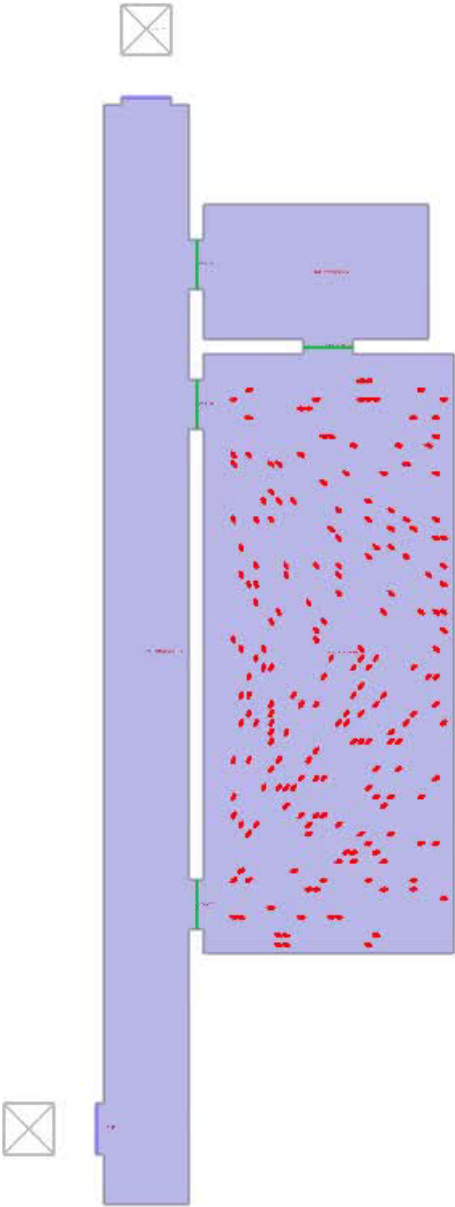




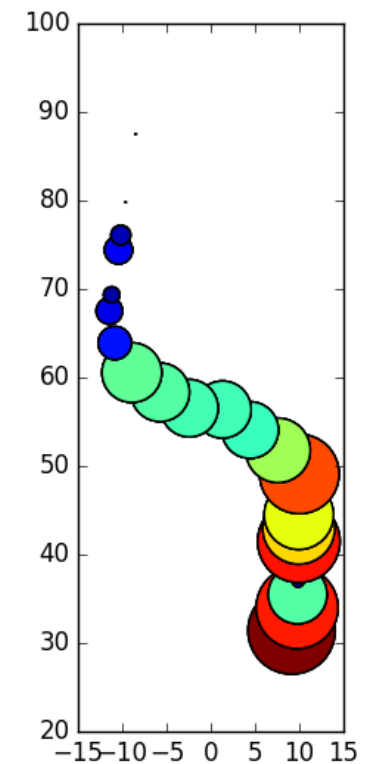
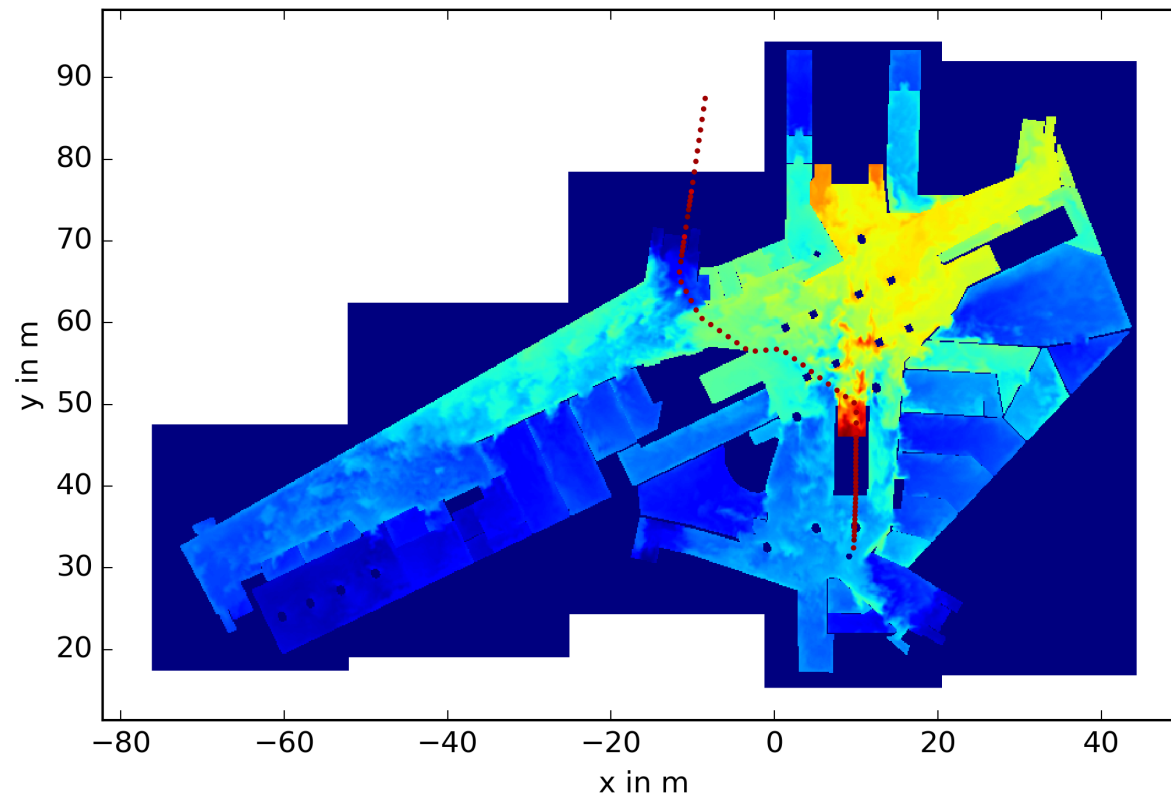
Slice
OD_Soot
1/m

3.00
2.70
2.40
2.10
1.80
1.50
1.20
0.90
0.60
0.30
0.00

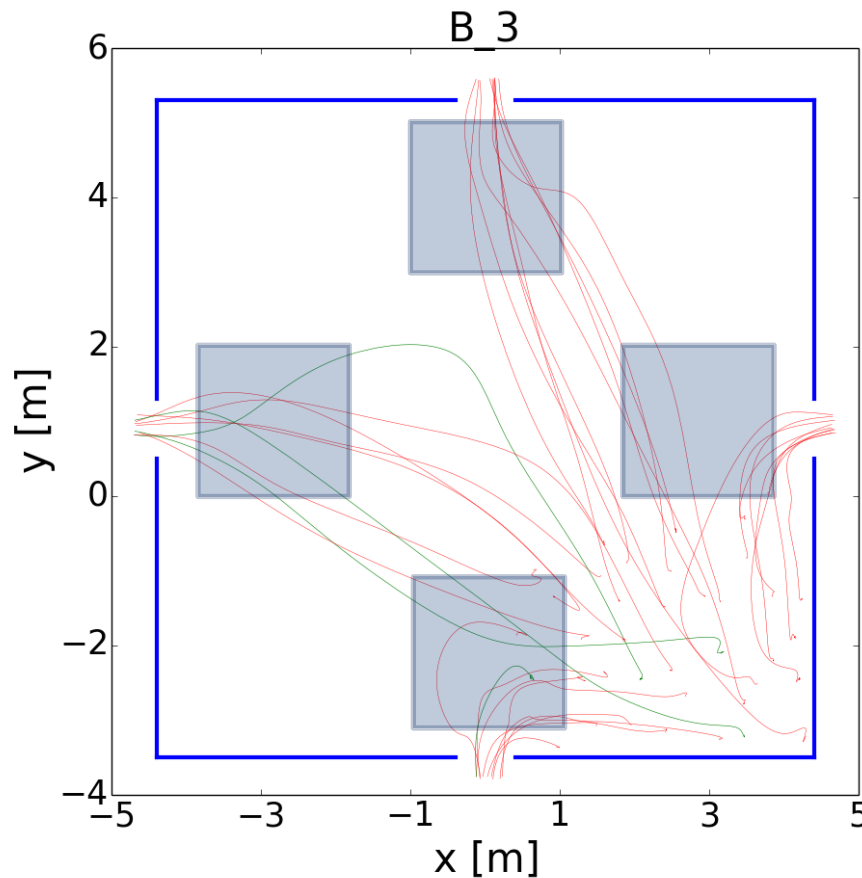
mesh: 1



Pedestrian Simulation & Fire Simulation

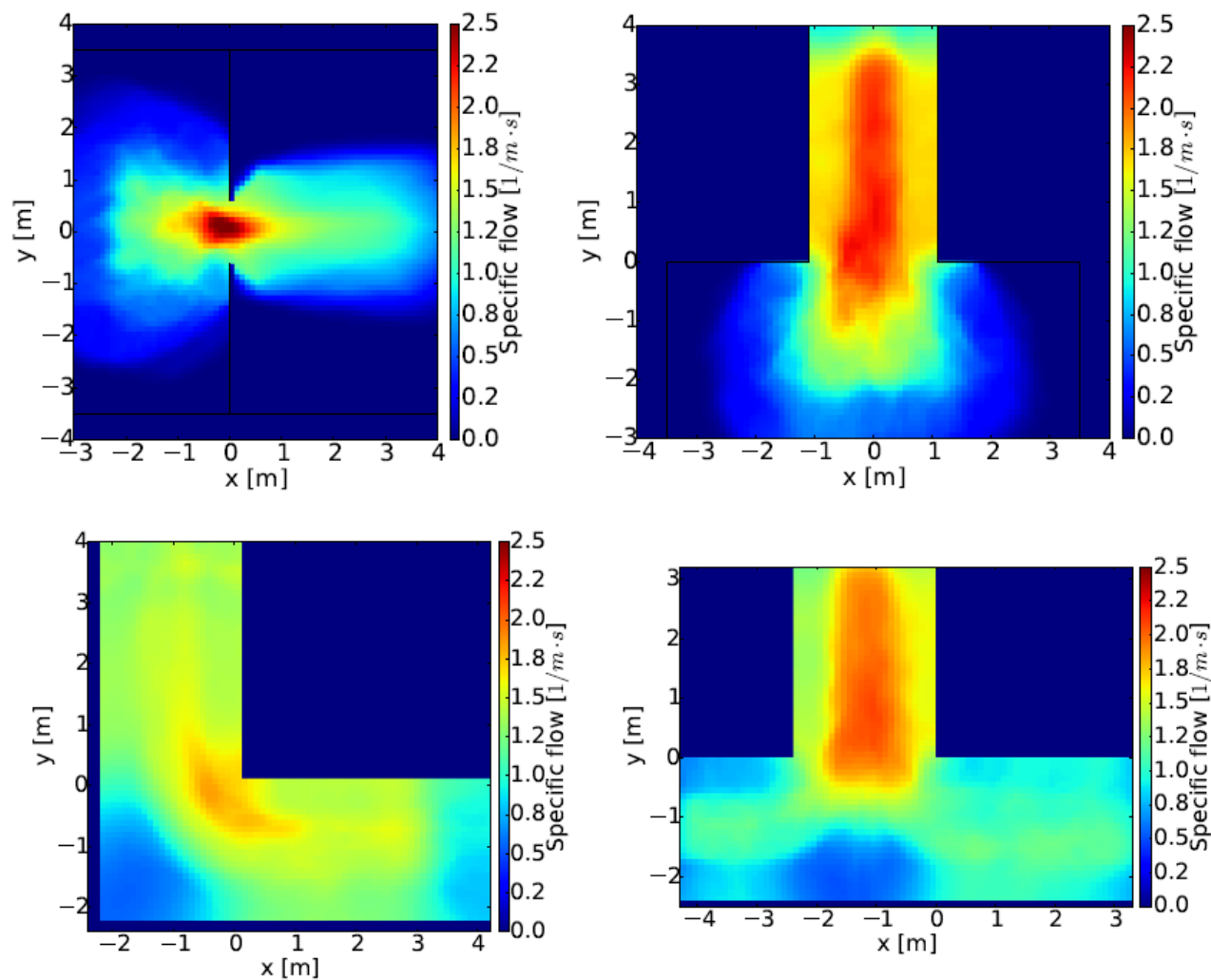


Pedestrian Simulation & JPSreport



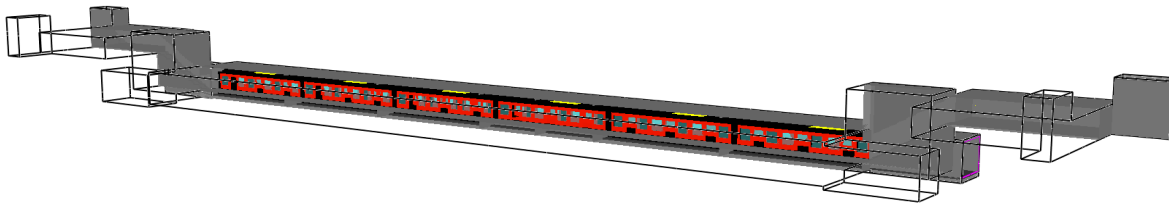
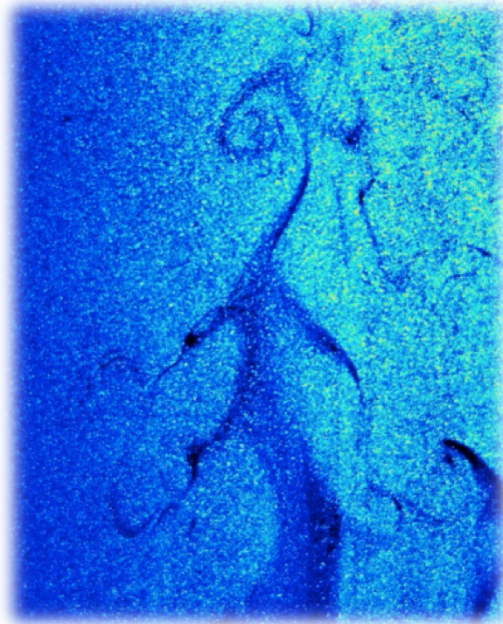
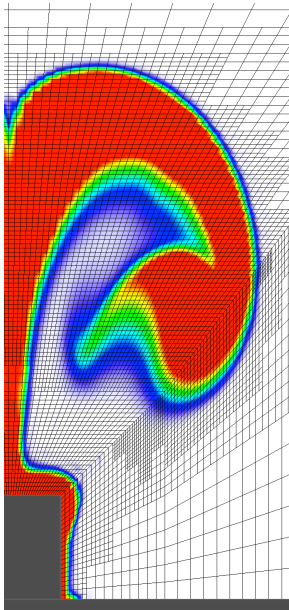
```
<measurement_areas unit="m">
  <area_B id="1" type="BoundingBox">
    <vertex x="-1.0" y="-3.0" />
    <vertex x="1.0" y="-3.0" />
    <vertex x="1.0" y="-1.0" />
    <vertex x="-1.0" y="-1.0" />
    <vertex x="-1.0" y="-3.0" />
    <Length_in_movement_direction distance="2.0" />
  </area_B>
  <area_B id="2" type="BoundingBox">
    <vertex x="-1.0" y="3.0" />
    <vertex x="1.0" y="3.0" />
    <vertex x="1.0" y="5.0" />
    <vertex x="-1.0" y="5.0" />
    <vertex x="-1.0" y="3.0" />
    <Length_in_movement_direction distance="2.0" />
  </area_B>
  <area_B id="3" type="BoundingBox">
    <vertex x="-4.0" y="0.0" />
    <vertex x="-2.0" y="0.0" />
    <vertex x="-2.0" y="2.0" />
    <vertex x="-4.0" y="2.0" />
    <vertex x="-4.0" y="0.0" />
    <Length_in_movement_direction distance="2.0" />
  </area_B>
  <area_B id="4" type="BoundingBox">
    <vertex x="2.0" y="0.0" />
    <vertex x="4.0" y="0.0" />
    <vertex x="4.0" y="2.0" />
    <vertex x="2.0" y="2.0" />
    <vertex x="2.0" y="0.0" />
    <Length_in_movement_direction distance="2.0" />
  </area_B>
</measurement_areas>
```

Pedestrian Simulation & JPSreport



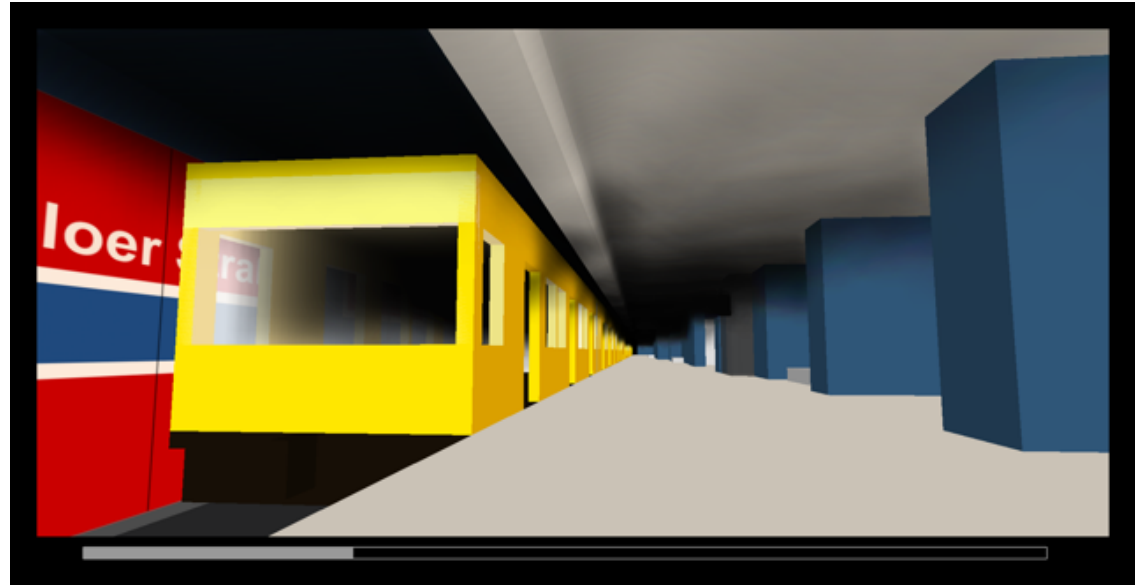
Fire Simulation

Fire Simulation

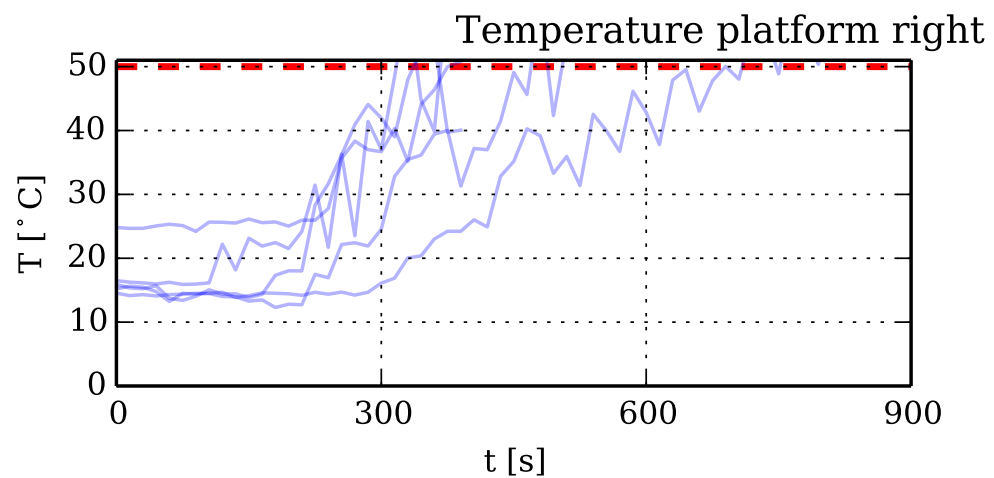
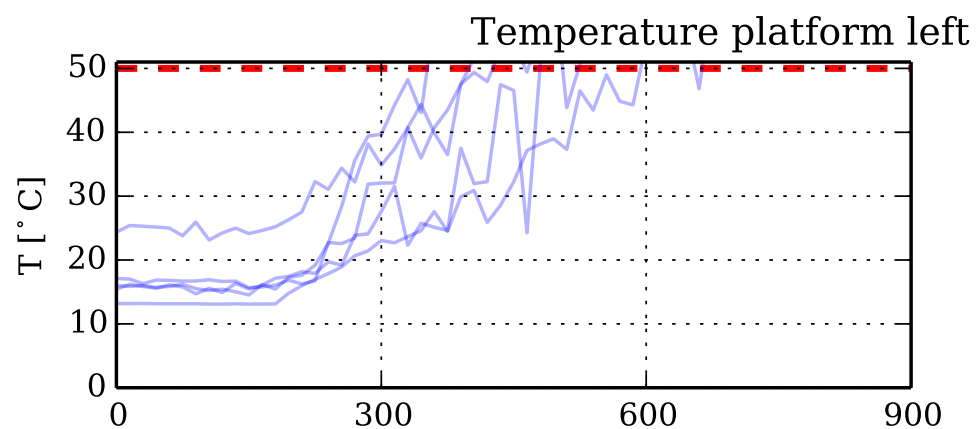


Fire Simulation

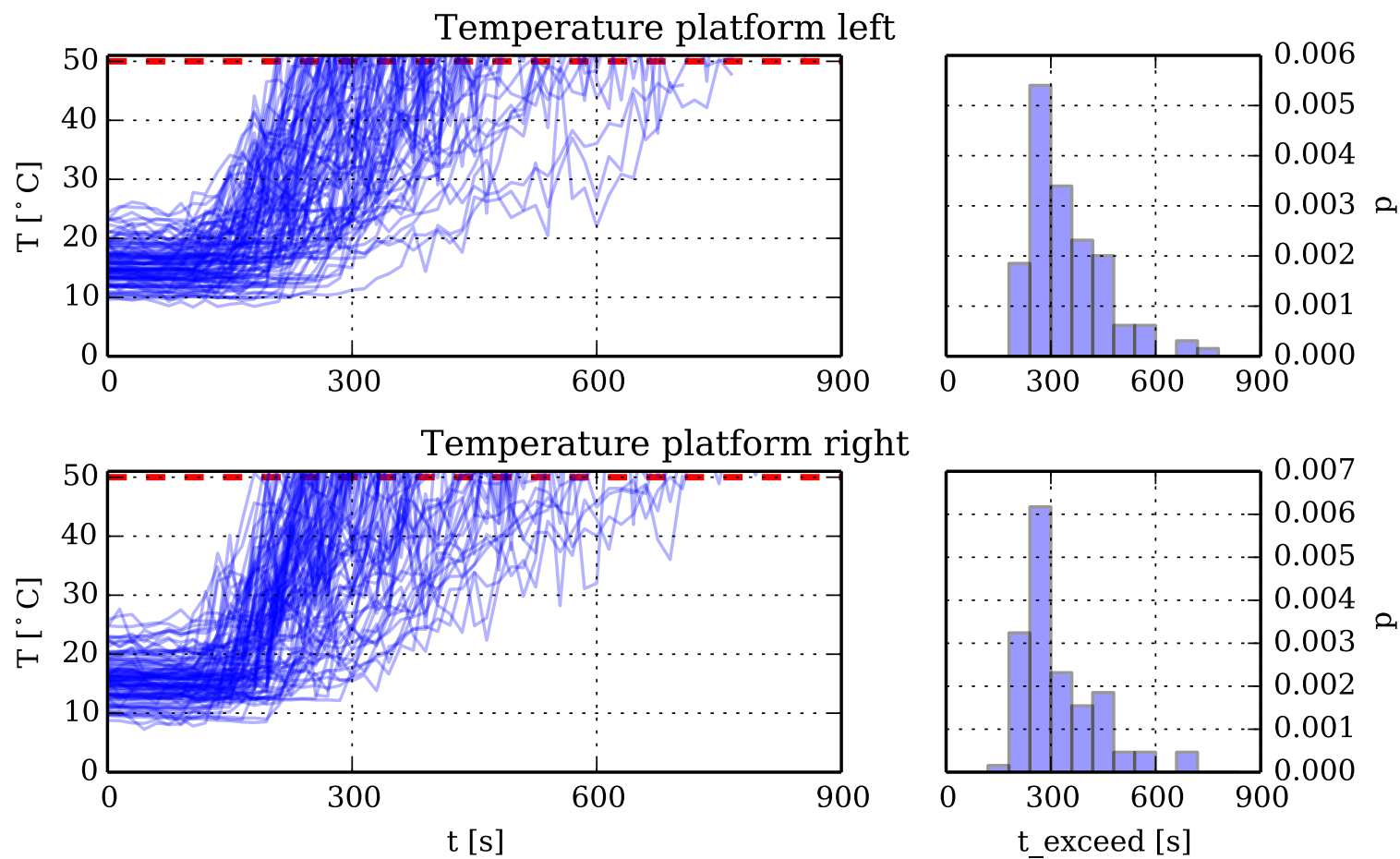
- NIST's Fire Dynamics Simulator (FDS)
- Multiple fire scenarios
 - location
 - design fire
- Climatic conditions
 - underground temperature
 - surface temperature
- LHS Sampling



Fire Simulation



Fire Simulation



(My) research

ORPHEUS

Translated acronym: optimisation of smoke management and escape routes in underground stations: experimentation and simulation.

Call: “Civil Security – Protection and Rescue in complex scenarios”

3 work packages:

1. Current State
2. Optimisation of smoke management
(...)
2.4 Escape routes: resilience and handicapped persons
(...)
3. Rescue operations and crisis management

ORPHEUS

Imtech

FIACH
Hochschule Aachen

RUB

BVG

DB



BAM

Bundesanstalt für
Materialforschung
und -prüfung

JÜLICH
FORSCHUNGSZENTRUM

nVIDIA.

IBIT

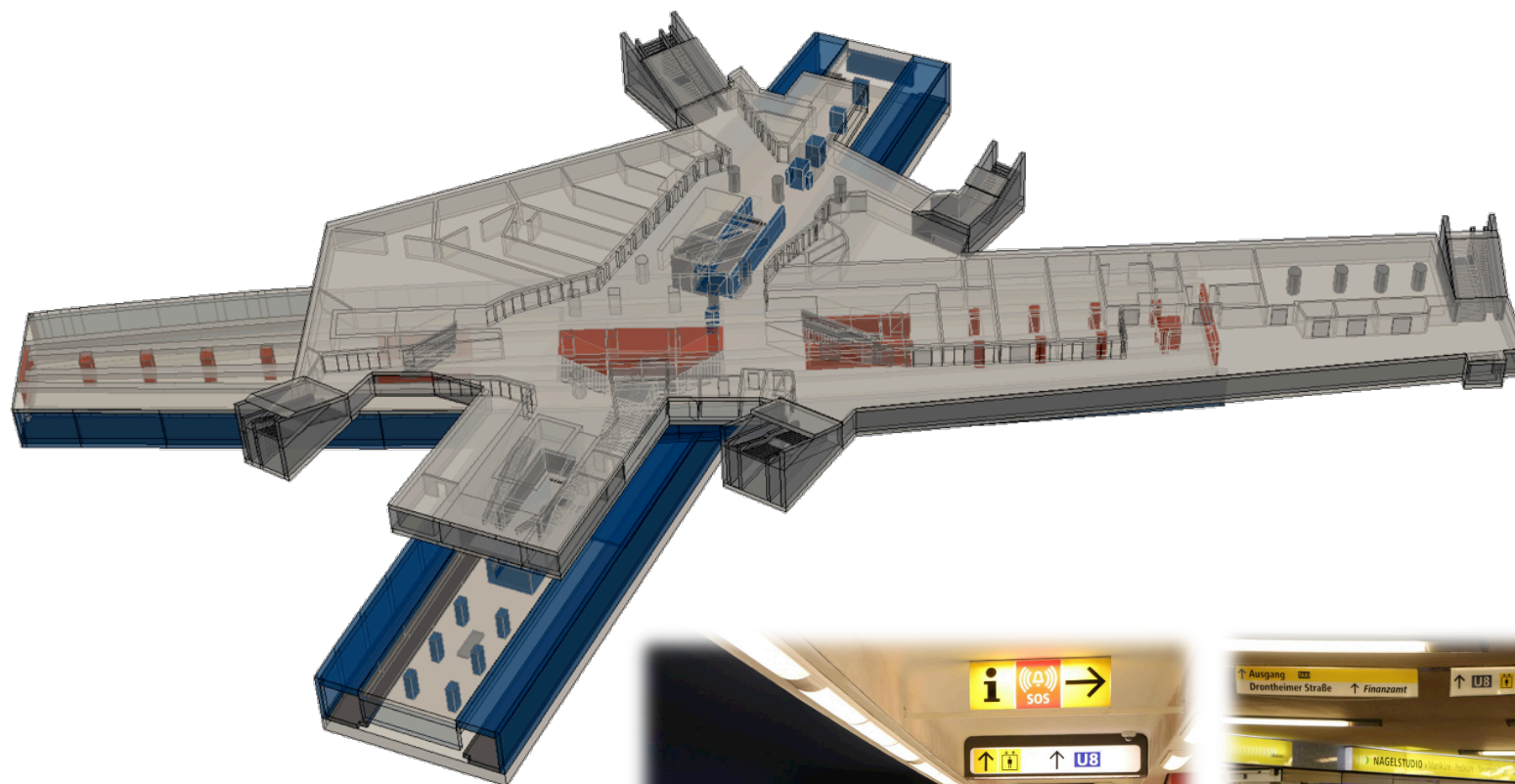
KARSTADT
Schöner shoppen in der Stadt

HEKATRON
Ihr Partner für Brandschutz

Team HF

Human Factors – Forschung Beratung Training

ORPHEUS



Research – Problem definition

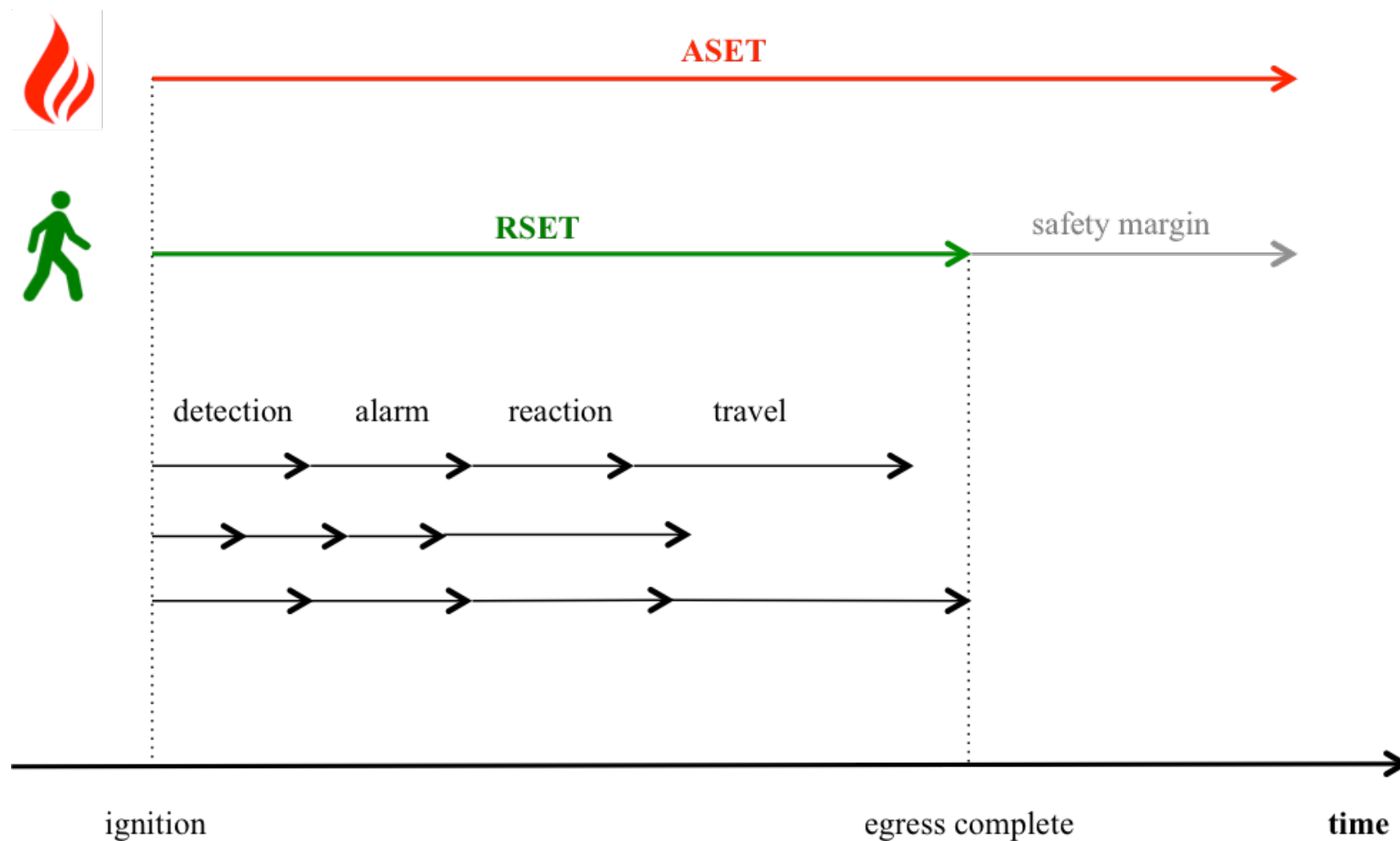
- Life safety assessment with ASET / RSET concept

$$ASET > RSET + \textit{safety margin}$$

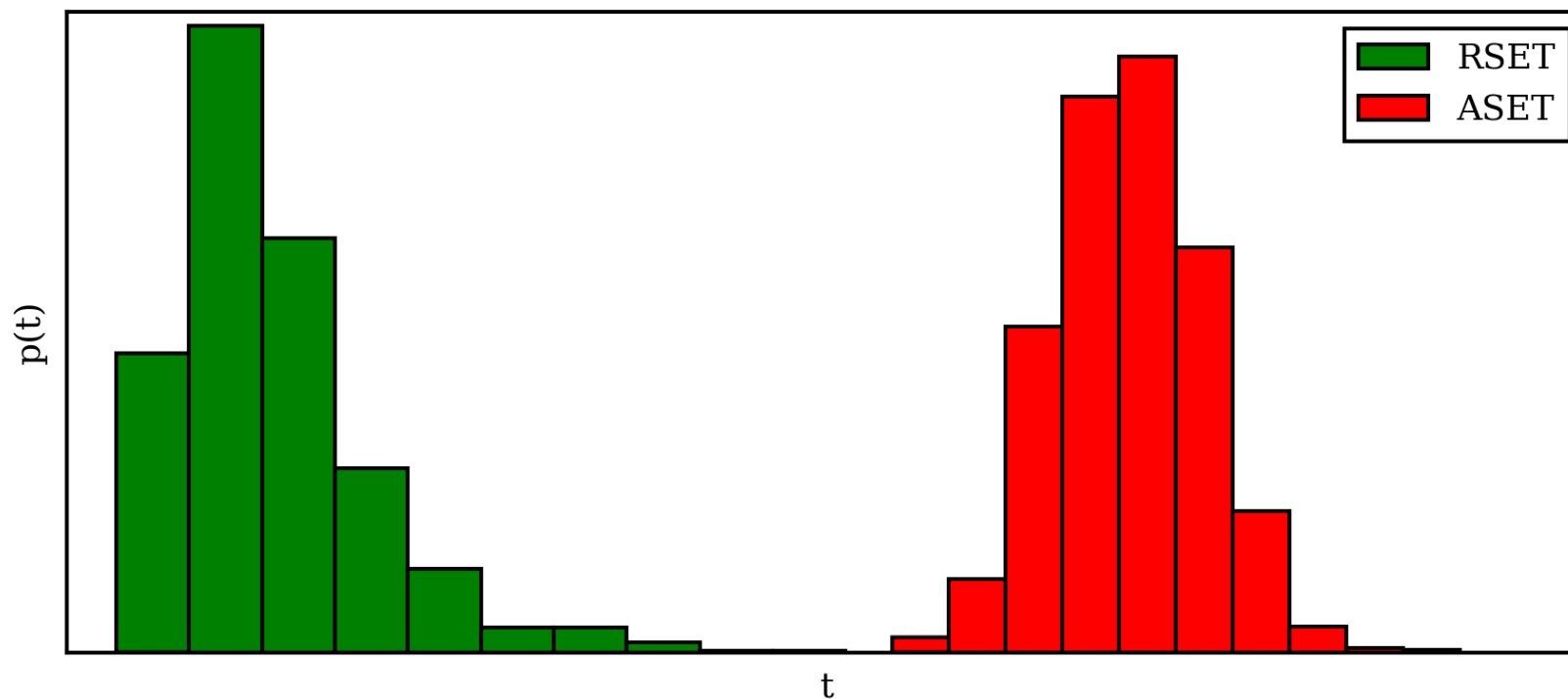
- ASET: Fire Simulation
 - RSET: Evacuation Simulation
 - Thresholds for ASET
 - optical density
 - temperature / radiation
 - toxicology
- **local + temporal resolution?**



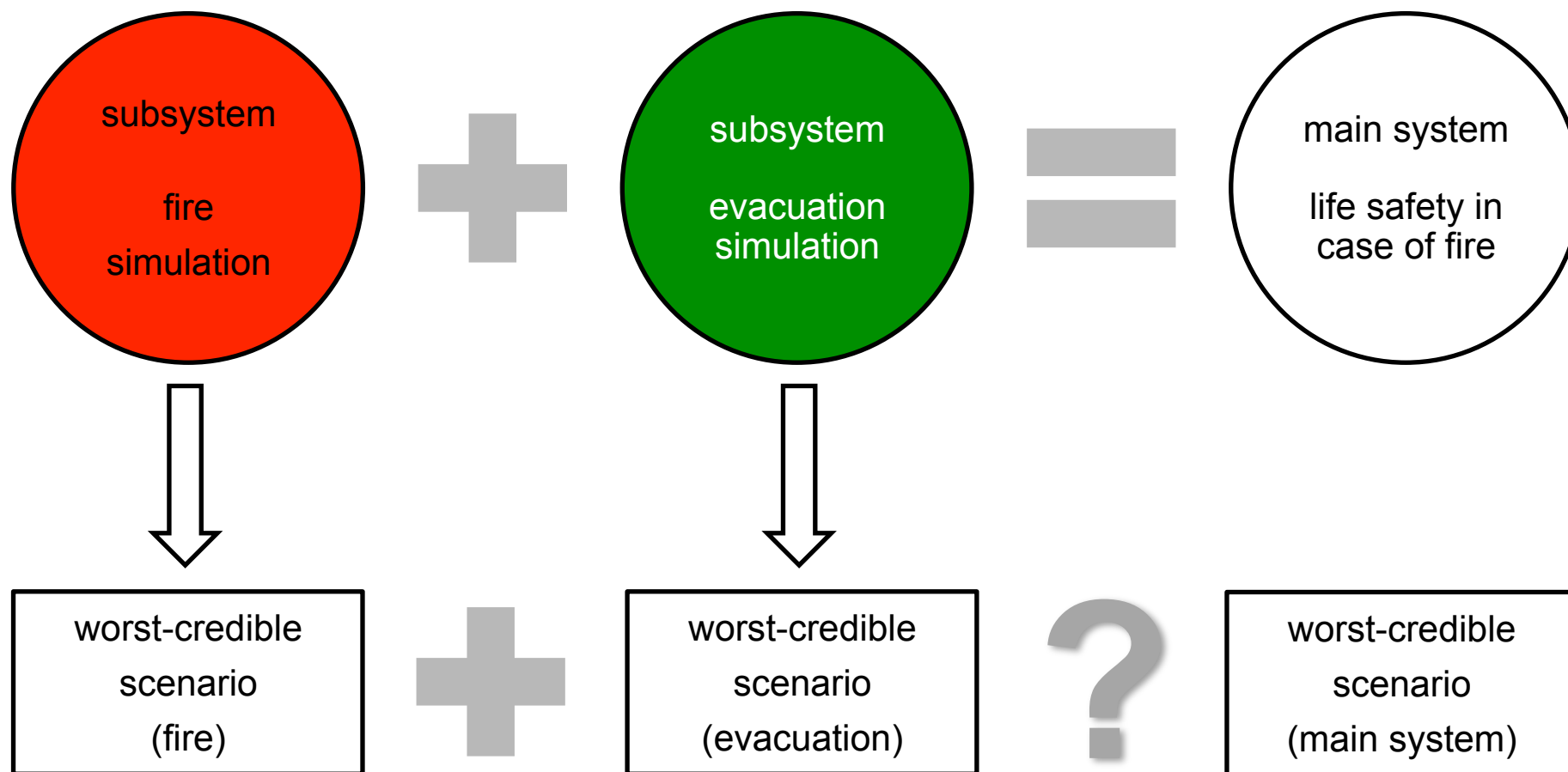
Research – Problem definition



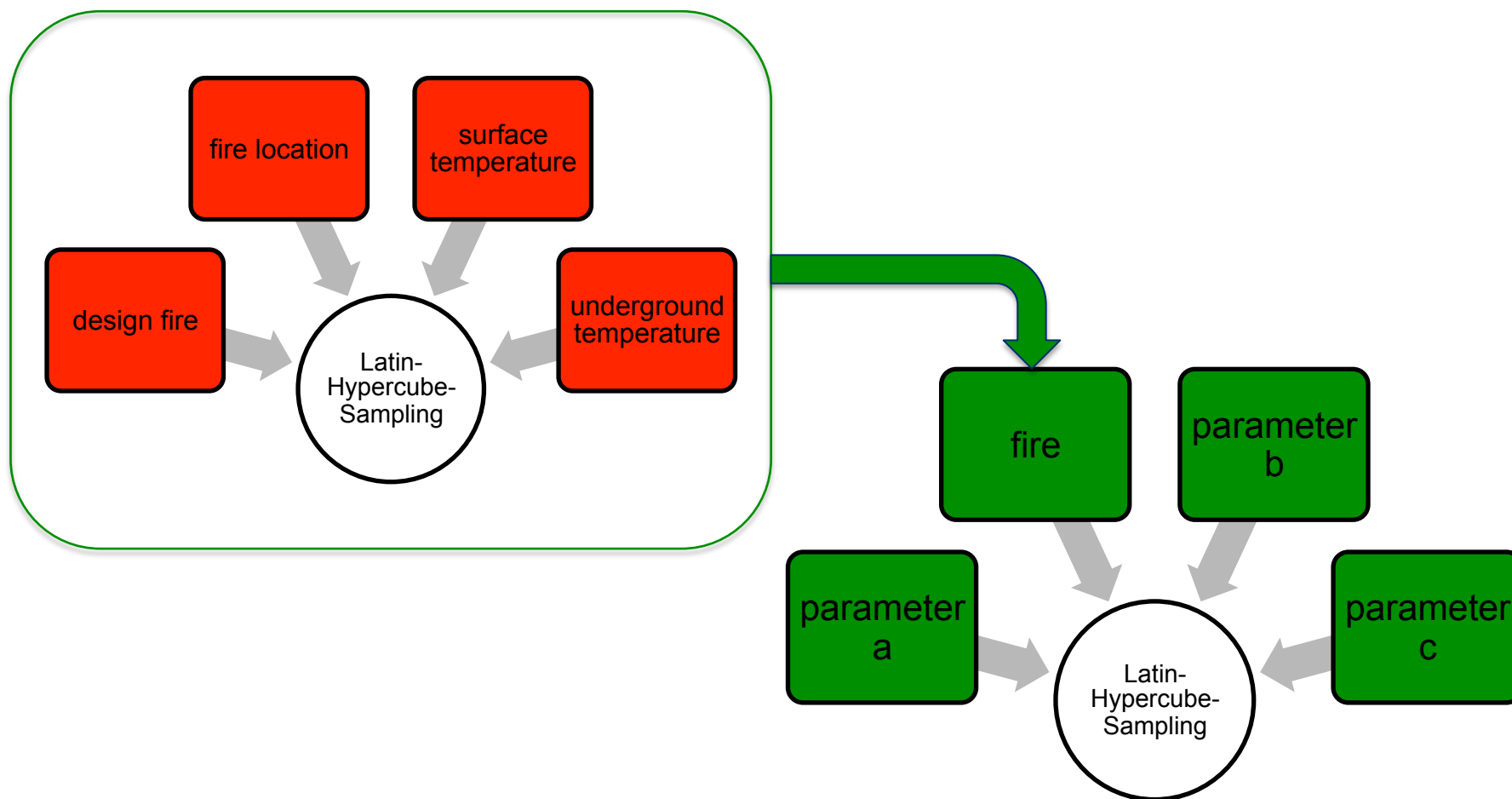
Research – Problem definition



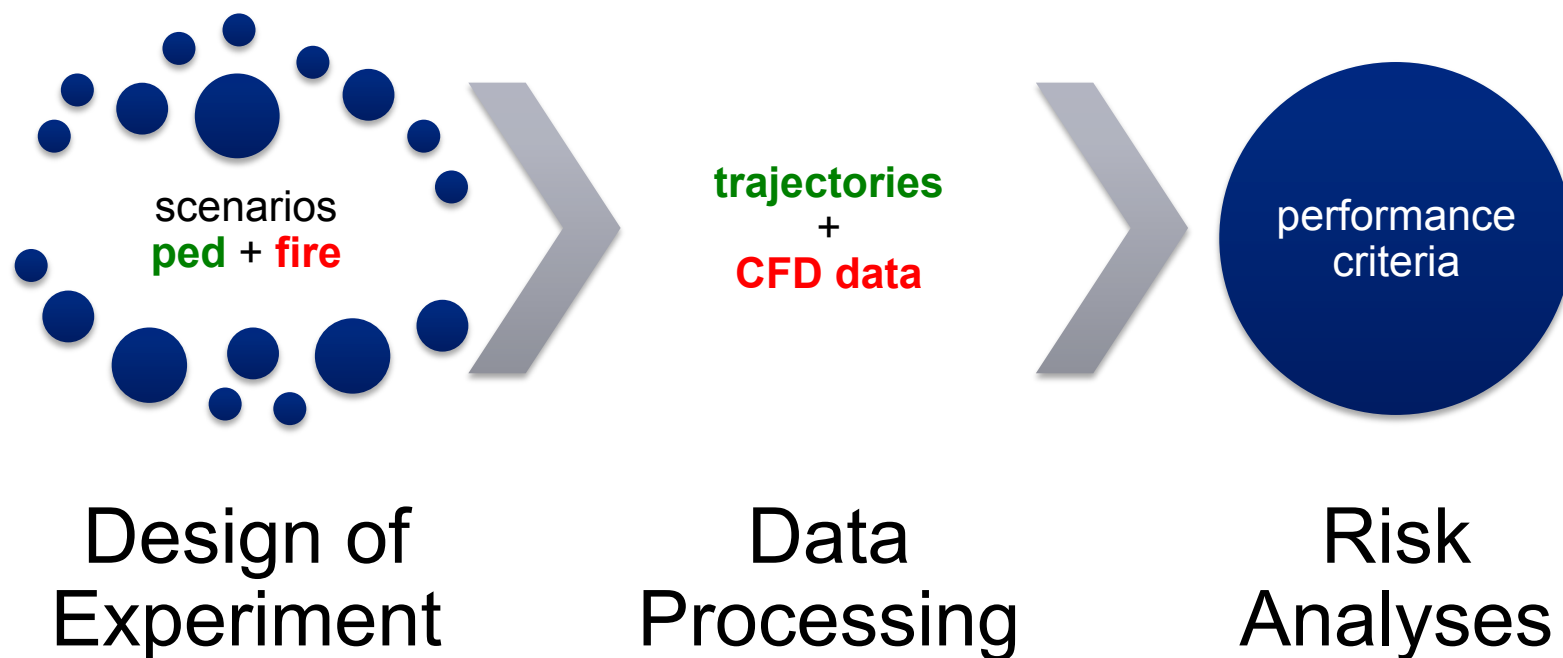
Research – Problem definition



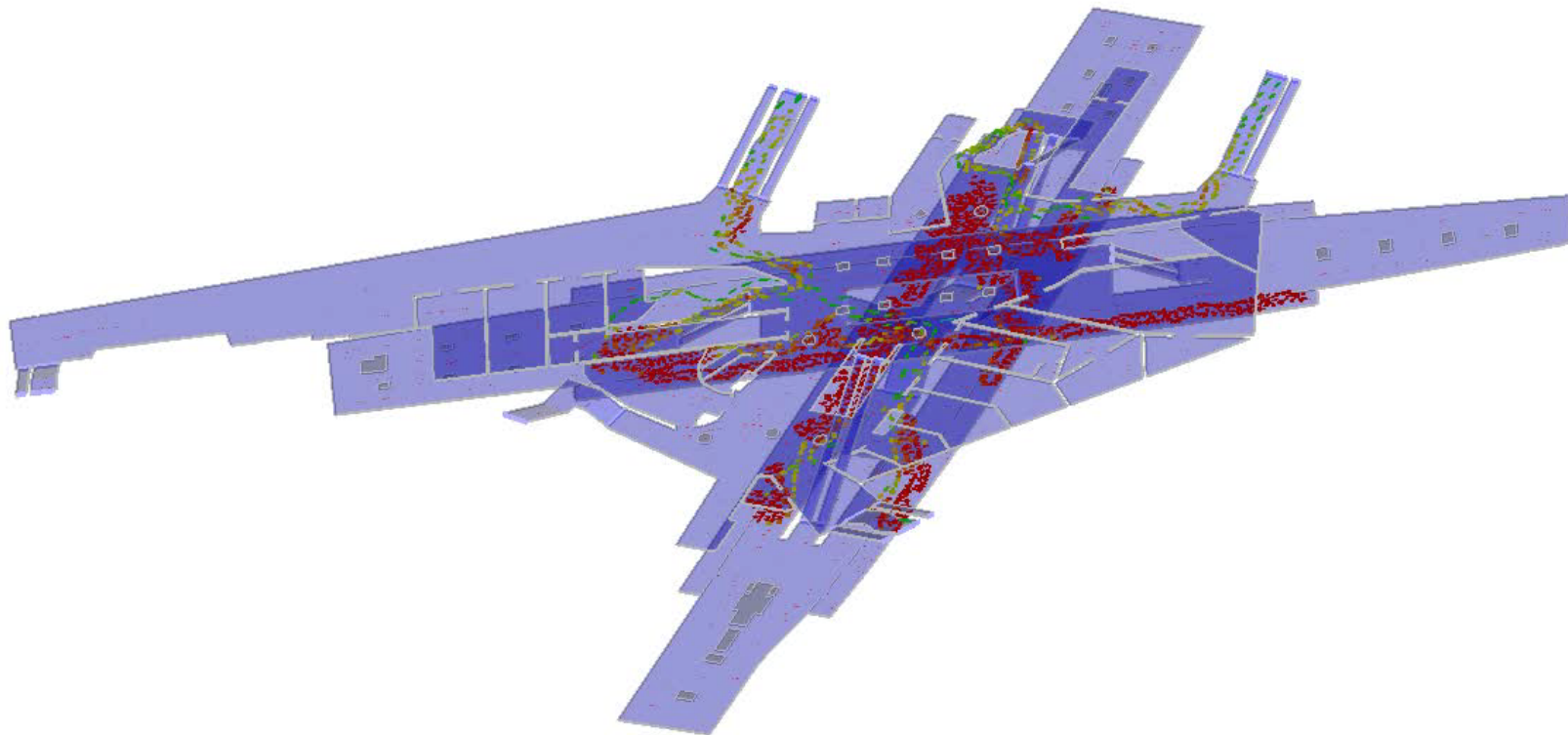
Research – Basic Idea



Research – Putting it together



Pedestrian Simulation

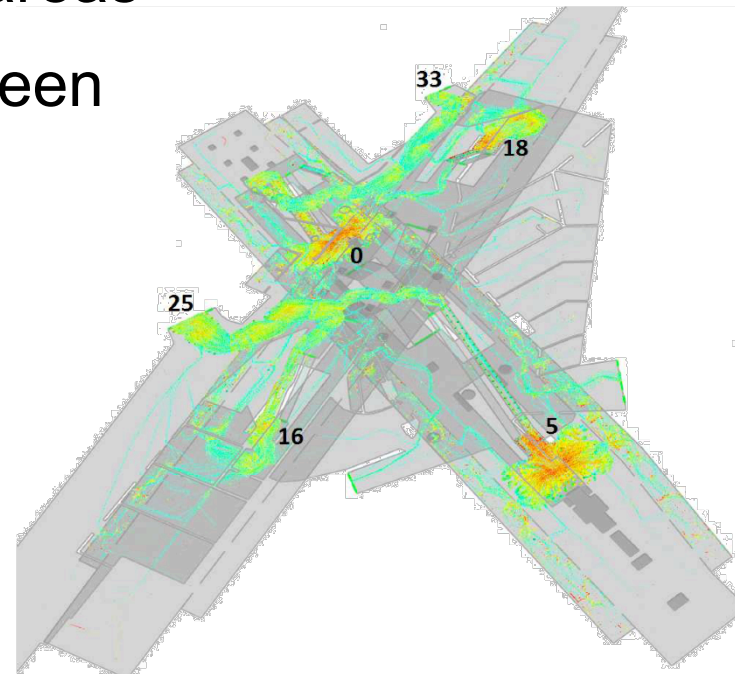


Motivation & Goals

- exchange about pedestrian dynamics
 - modelling
 - experimentation
 - analysis
- your department's expertise in data mining and databases
 - retrieval, analysis, and visualization of data for analysis and pattern discovery
- linguistic advances

Motivation & Goals

- Design of Experiment
- resolve ASET/RSET locally and temporally
- localise and quantify jam areas
- determine difference between trajectories
- ... others?



Thank you!

